

Fig. 1

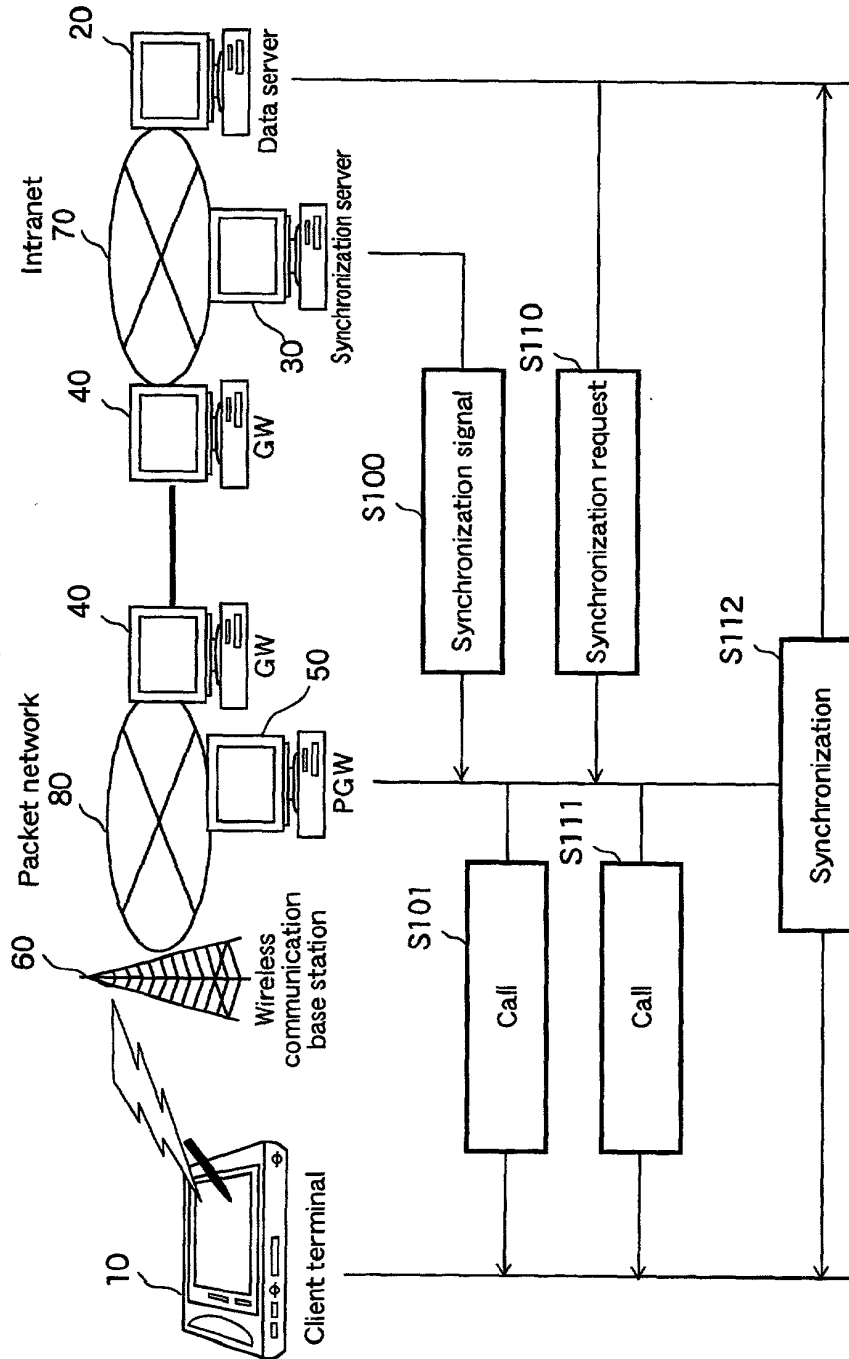


Fig. 2

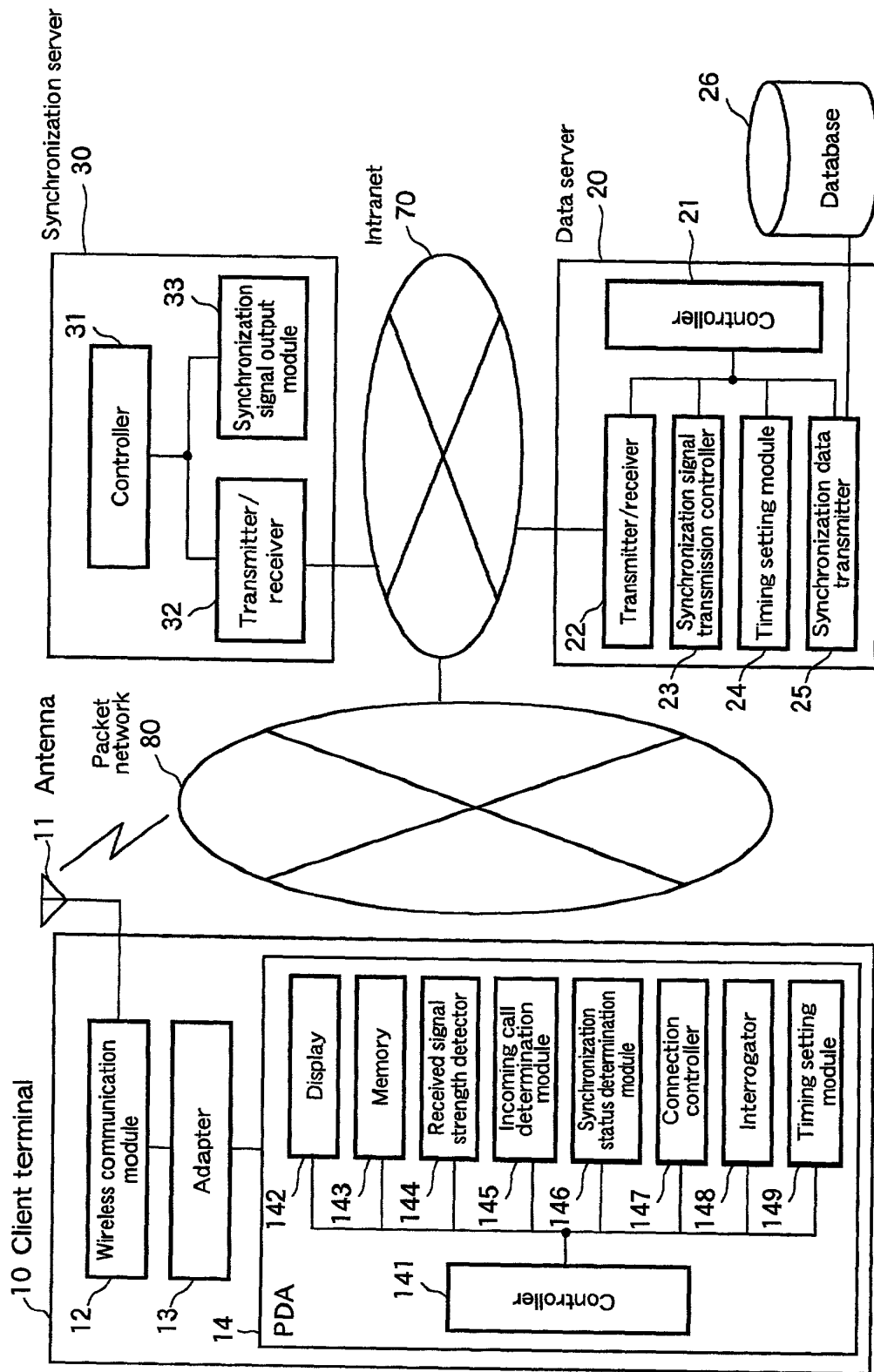


Fig. 3

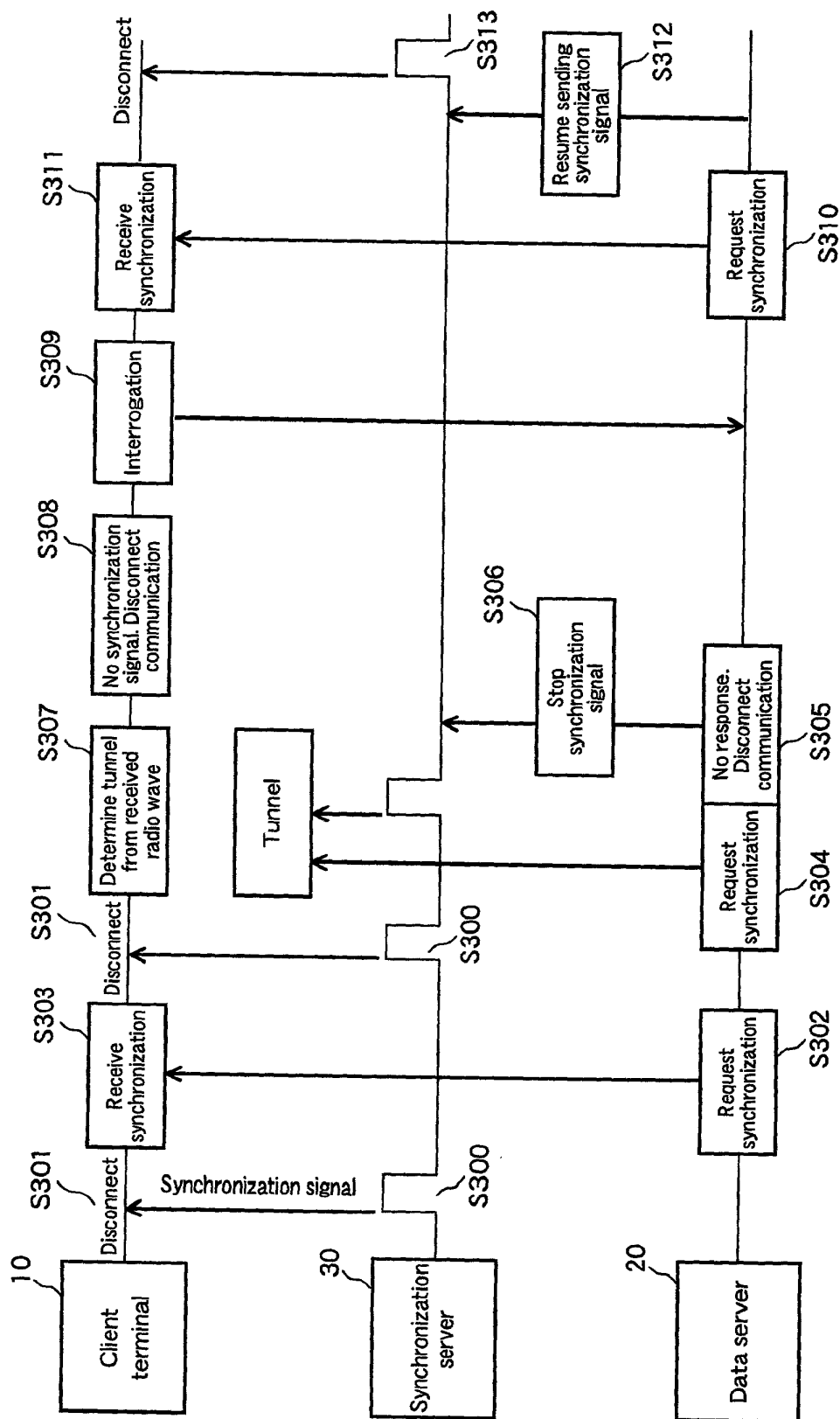


Fig. 4

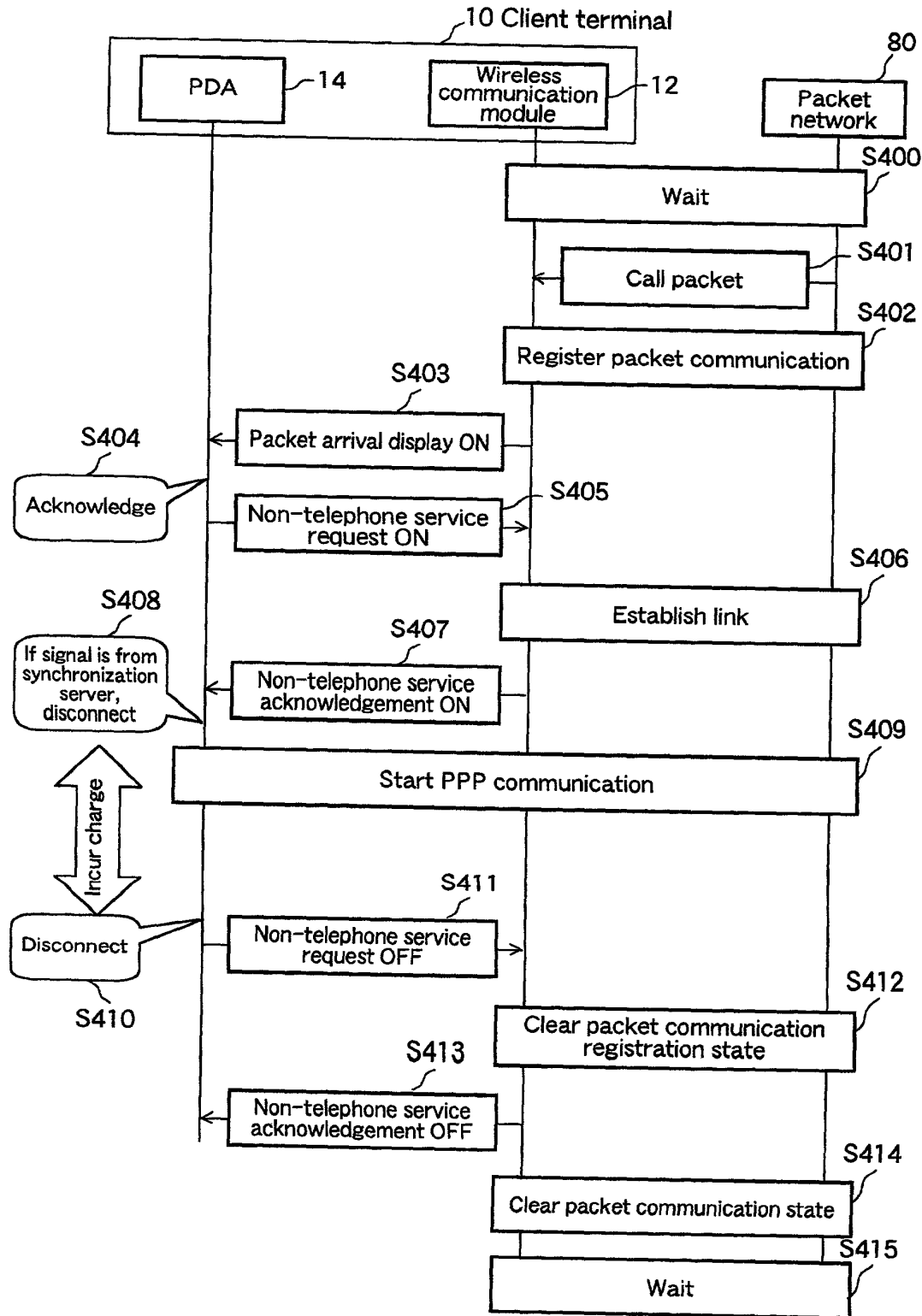


Fig. 5

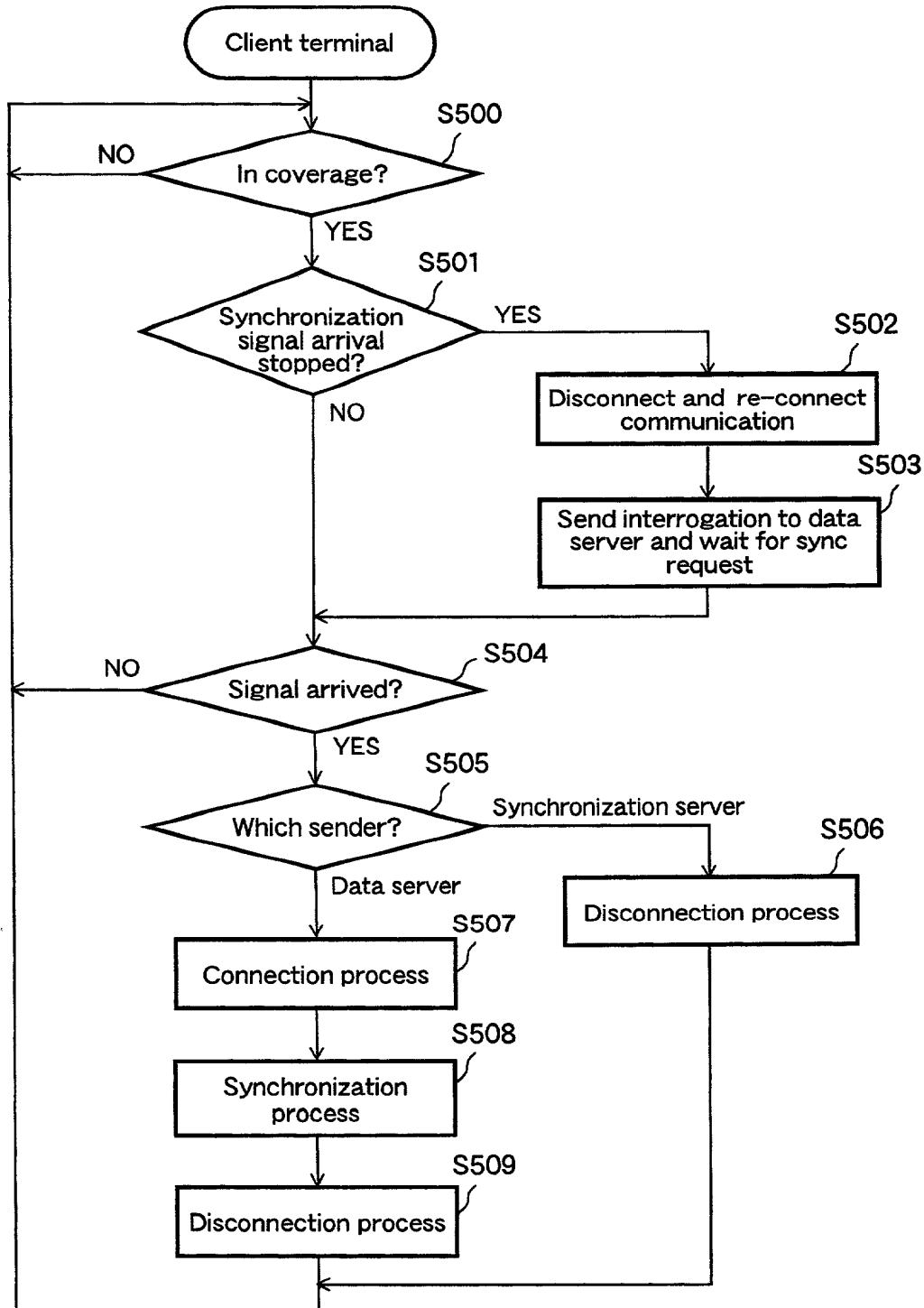


Fig. 6

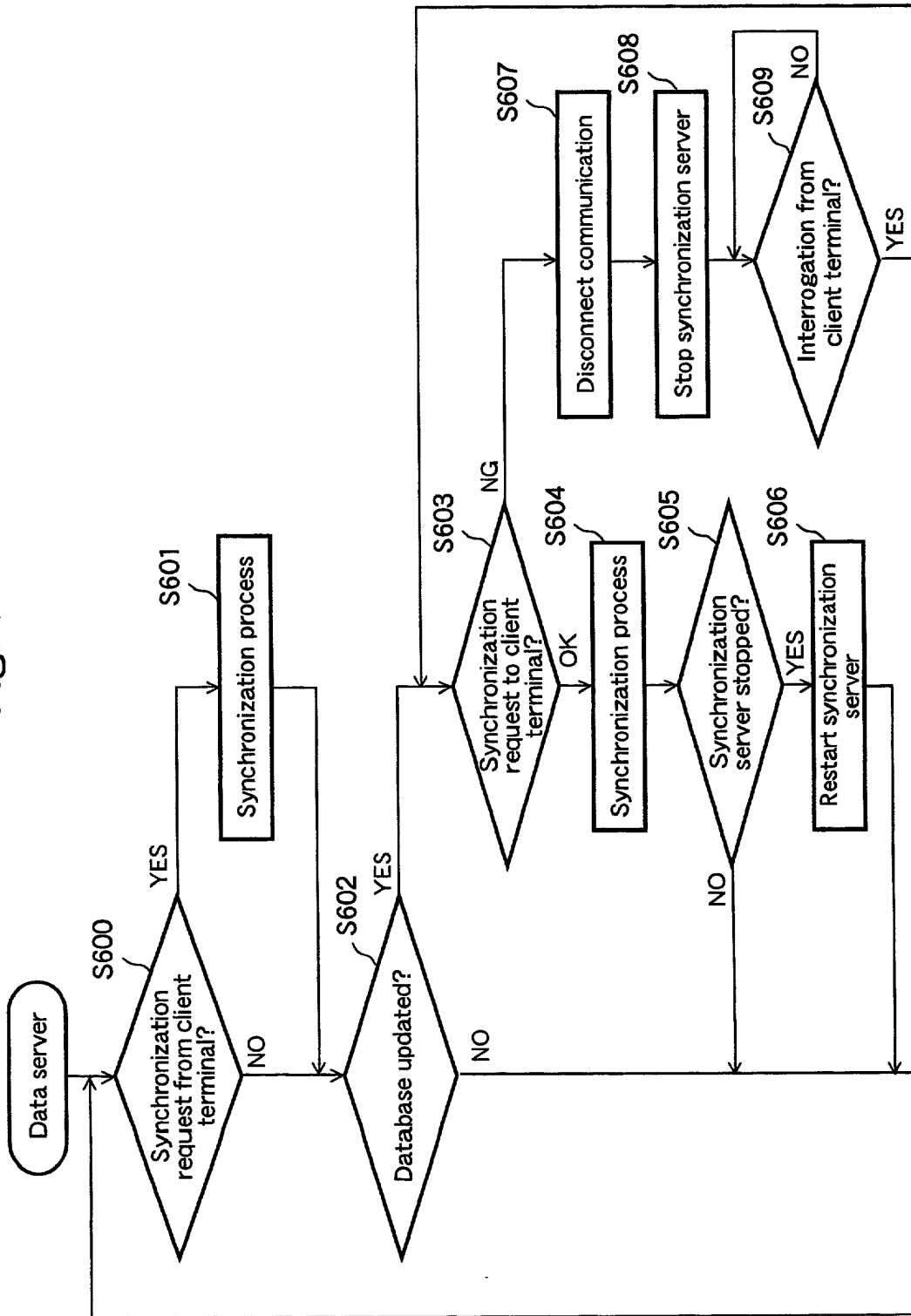


Fig. 7

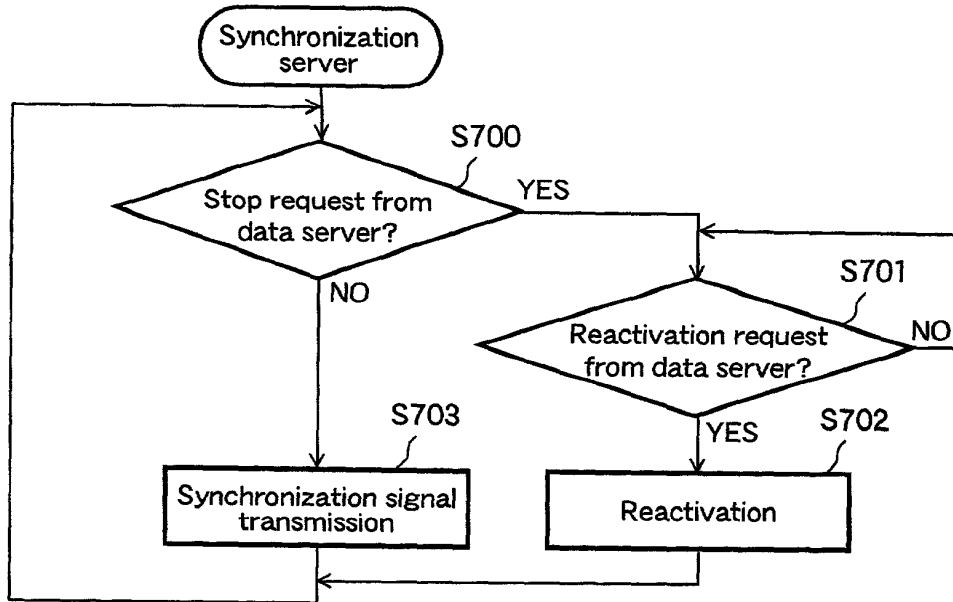


Fig. 8

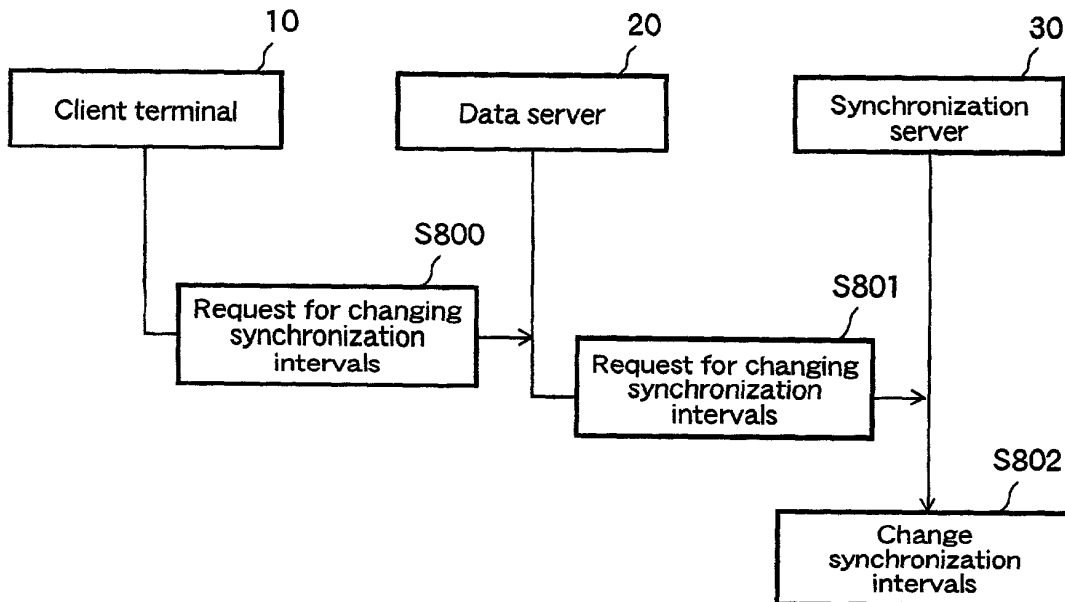
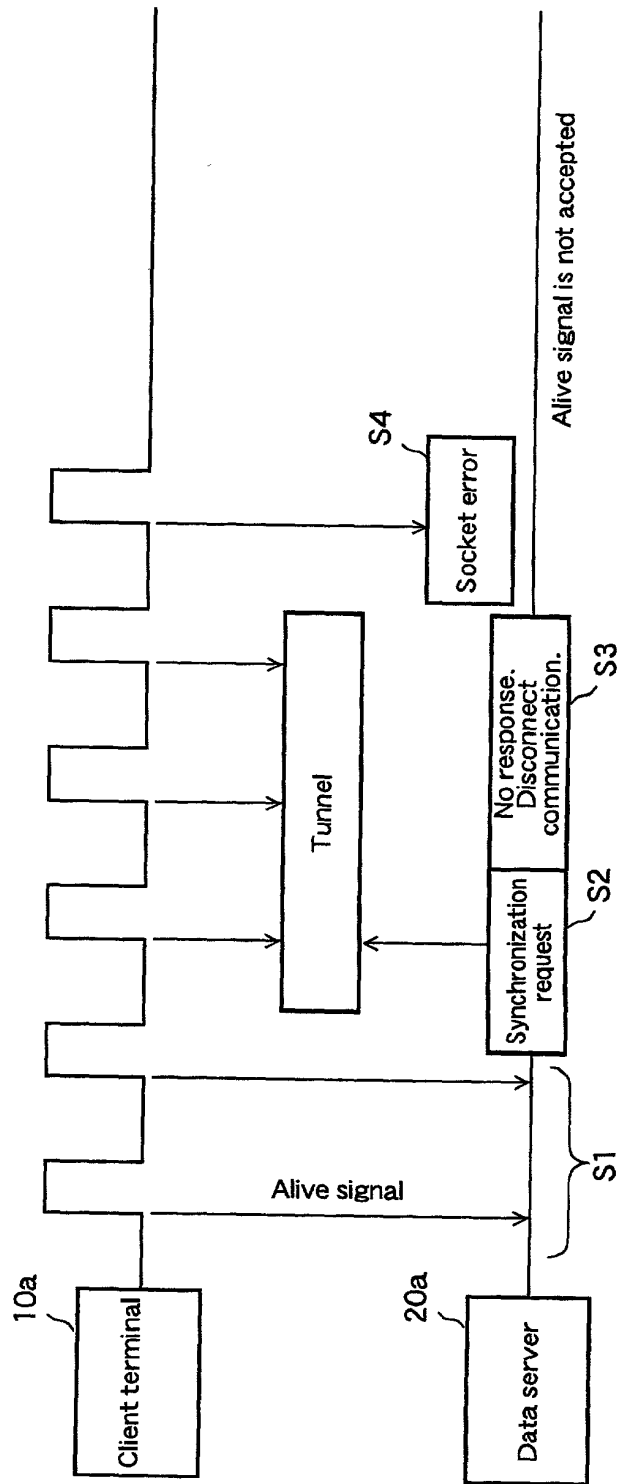


Fig. 9




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sequenceDiagram
    participant C as Client terminal 10b
    participant S as Data server 20b
    S->>S: S10 Synchronization request
    S->>T: S11 Synchronization request
    T->>C: Accept synchronization
    C->>C: S14 Synchronization cannot be achieved due to wrong socket
    C->>S: Assume itself to be in synchronization
    S->>S: S12 No response. Disconnect communication
    S->>S: S13 Synchronization request
    S->>C: Re-synchronization is impossible until terminal is cleared
  
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The diagram illustrates a synchronization process between a Client terminal (10b) and a Data server (20b) via a Tunnel. The process begins with the Data server (20b) sending a 'Synchronization request' (S10) to itself. It then sends a 'Synchronization request' (S11) to the Tunnel. The Tunnel responds to the Client terminal (10b) with 'Accept synchronization'. The Client terminal (10b) then sends a message to itself: 'Synchronization cannot be achieved due to wrong socket' (S14). Following this, the Client terminal (10b) sends a message to itself: 'Assume itself to be in synchronization'. The Data server (20b) then sends a message to itself: 'No response. Disconnect communication' (S12). It then sends a 'Synchronization request' (S13) to itself. Finally, the Data server (20b) sends a message to the Client terminal (10b): 'Re-synchronization is impossible until terminal is cleared'.